

BLACK WATER PARK GAME DESIGN

SYNOPSIS

Black Water Park is a hybrid 2D/2.5D Isometric turn based urban fantasy adventure open world game with procedurally generated maps. The 2D portion of the game is akin to Dwarf Fortress with an active ecosystem of npcs, resources, and events.

In Combat, the perspective switches to 2.5D Isometric view with turn-based events within a given radius to seize control of an area. The player starts by exploring the map with no combat events until they meet "Saint Ranger (St. Ranger)", a character who initiates the player into the combat aspect of the game.

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INTERFACE

1. Game Territory (Isometric)
2. Game Map (2d birds eye)
3. Interface Overlay



GAME MAP LAYOUT & ICON MAPPINGS

Sample map:

[illegible]

An x,y grid will contain single characters to indicate the type of items occupying that space. This will be split into two elements: Layer 1 will be the map layer, Layer two will contain characters and items that overlay those items, and layer 3 will contain skyborne elements.

Map Elements (Base Layer 1 of game)

1. ~ water body
2. & Living Tree
3. / Fallen Tree
4. 0 Stump
5. = Path
6. } Bridge
7. . Sand
8. ' Dirt/mud
9. " Grass
10. ! Tall Grass
11. [Concrete Slab / Parking Lot / Ball Court / Pavillion
12. @ Boulders
13. * Rocks
14. - Stick
15. % Sticks and Rocks

- 16. # Concrete Barrier, wire fence, Gravestones singular
- 17. + lamp post
- 18. ^ Pit Trap
- 19. ? Bench
- 20. : Cliff Higher Elevation is up
- 21. ; Cliff Higher Elevation is down
- 22. > Cliff Higher Elevation is Left
- 23. < Cliff Higher Elevation is Right
- 24. | Dumpster can

Character & Item Elements (Layer 2 over Layer 1)

- 1. U = Your Character
- 2. V = Villains (Enemy Characters)
- 3. A = Allies (Friendly Characters)
- 4. N = Neutral Characters
- 5. P = Psychotic/Patsy characters (hostile to all)
- 6. S Supply Drop
- 7. D Deceased Character
- 8. W Character Underwater

Skybourne Elements

- 9. X = Black Helicopter
- 10. W = Winged Creature
- 11. D = Drone
- 12. B = Branches & Leaves (Can't fly or see beneath from sky)

Map Generation Process:

- 1. Land & Water
- 2. Sand & Rocks (where Water meets Land)
- 3. Cut Grass & Tall Grass
- 4. Dirt & Trees
- 5. Sticks & Fallen Trees
- 6. Boulders & Stumps
- 7. Paths & Bridges
- 8. Parking Lots & Picnic Areas
- 9. Lamp Posts & Benches

Black Water Park Regions & Features:

- | | |
|---------------------|------------------|
| 1. Parking Lot | 4. Prairie |
| 2. Picnic Pavillion | 5. Cemetery |
| 3. Forest | 6. Military Base |

7. Military Camp	22. City Hall & Plaza
8. Island	23. Library
9. Lake	24. Thrift shop
10. River	25. Church
11. Creeks	26. Train Tracks
12. Waterfall	27. Grain Silo
13. Lock & Dam	28. Pedestrian Trail
14. Bluffs	29. Abandoned Facility
15. Forest Rave	(River)
16. Native Camp	30. Abandoned House
17. Civilian	31. Section 8
Neighborhood	32. Veterans Housing
18. Public Works Depot	33. Hospital
19. Convenience Store	34. Homeless Shelter
20. Art Fair	35. Homeless encampment
21. Mall	36. Theater

MAP SPECIAL NOTES

Blocks are 2.5ft x 2.5ft.

& Trees and @ Boulders when grouped together form a single large model, they can be grouped in 1x1, 2x2, and 3x3 formations.

? Benches are also grouped together in a linear fashion either 3 long diagonally, or 4 long up and down.

The River should exist inside of a carved river gorge ravine with limited access.

A "Grandmother Tree" should be present near

Movement Mechanics:

1. Sprint (Run long distance less stealth)
2. Walk (More Stealth, medium speed)
3. Crawl (Most Stealth, slowest)
4. Peek (Right / Left) (See beyond an obstacle by adjusting camera and exposing oneself to attack)
5. Hurdle (The Ability to Jump over / Climb Objects without stopping. Walk is climb, Sprint is a Jump)

6. Turn Viewpoint (Turns isometric camera perspective left right or behind)
7. Play Dead (Stay in one spot)
8. Defensive stance (hands/arms up)
9. Relaxed stance (can run/crawl no bonus)
10. Offensive stance (must walk)

Roll Mechanics:

Using a binary shifter 8 results can be produced per 3bit roll:

/1/ 11% /2/ 22% /3/ 33% /4/ 44% /5/ 55% /6/ 66% /7/ 77% /8/ 88%

ITEMS & VEHICLES

- | | |
|-------------------------|-------------------------|
| 1. Trash can lid shield | 28. Sling |
| 2. Good Luck Charm | 29. Sling Shot |
| 3. Lesser Spirits | 30. Bicycle Helmet |
| 4. Greater Spirits | 31. Pitch Fork |
| 5. Crystal Spirits | 32. Rope & Dart |
| 6. Brick | 33. Compound bow |
| 7. Shovel | 34. Crossbow |
| 8. Hatchet | 35. Balista |
| 9. Chainsaw | 36. Crowbar |
| 10. PowerDrill | 37. Brass knuckles |
| 11. AngleGrinder | 38. Folding Knife |
| 12. Flashlight | 39. Bowie Knife |
| 13. Lighter | 40. Bear Mace |
| 14. Molotov | 41. Riot Gun (rubber |
| 15. Zip ties | ammo) |
| 16. Kevlar Cloak | 42. Paintball Gun |
| 17. Sheisty | (paintball/ballbearing) |
| 18. Goggles | 43. Revolver |
| 19. Baseball Hat | 44. Automatic Pistol |
| 20. Walking Stick | 45. Tranquilizer Pistol |
| 21. Fishing Spear | 46. Hunting Rifle |
| 22. Shepherds staff | 47. Tranquilizer Rifle |
| 23. Stone | 48. Automatic Rifle |
| 24. String | 49. Grenade Launcher |
| 25. Windchimes | 50. Flame Thrower |
| 26. Bow & Arrow | 51. Rocket Launcher |
| 27. Sword | 52. Land Mine |

- | | | |
|-----|---------------------------|--|
| 53. | Water Mine | 1. Bicycle |
| 54. | Pipe Bomb | 2. Dirt Bike |
| 55. | SWAT shield | 3. ATV |
| 56. | SWAT helmet w/
Vizor | 4. Squad Car |
| 57. | SWAT Armor | 5. Humvee |
| 58. | Chinese Candle
Balloon | 6. Speed Boat |
| 59. | Gas container | 7. River Raft |
| 60. | Toxic Sludge | 8. Canoe |
| 61. | Concealed holster | 9. Submarine Drone
(surveillance & payload) |
| 62. | Whistle / Horn | 10. Air Drone (copter) |
| | | 11. Predator Drone
(surveillance & Payload) |
| | | 12. Black Helicopter |
| | | 13. Hot Air Balloon |

ENVIRONMENT

1. Day
 - a. Cannot engage enemies, must be engaged first
2. Night
 - a. Can engage enemies in darkness only (no lights)
3. Seasons
 - a. Spring: Camp Out
 - b. Summer: Camp Out
 - c. Fall: Must have settlement for a few days
 - d. Winter: Settlement required
4. Weather
 - a. Blizzard - Low Visibility / Lethal
 - b. Snow
 - c. Sleet -
 - d. Rain
 - e. Wind
 - f. Storm
 - g. Tornado

FAIRY MAGIC

Trees farm "Fairy Spirits" that assist the player by increasing dodge success, heals, Critical hits, Accuracy, Enemy Spook.

Players acquire Fairy Spirits by talking with Trees, Trees have a maximum of 4 fairies every night, and players have a chance to acquire 1 fairy per turn.

Players and Trees release fairy spirits when they die that mark their enemies within an AOE with disgrace. If an Ally dies in a state of disgrace, they do not release fairies upon death.

Fairies are randomly deployed when enemies are nearby producing randomly generated effects on the battlefield that the player has to seize within a turn or two before the effects wear off.

Valor/Faieth increases the amount of fairies a player can retain

Players can also acquire fairies by consuming "Spirits".
Ingesting too many Spirits adds negative debuffs and loss of Fairies.

SKILLS & STATS

1. Valor/Faieth (amplifies fairy bonuses)
2. Dexterity (Increases likelihood of successful attacks)
3. Stealth (Decreases likelihood of enemy detection)
4. Agility (Increases travel distance per turn)
5. Strength (Increases Hand 2 Hand Damage Output)
6. Endurance (still deals high damage with low HP)
7. Tenacity (Increases odds of a double turn)
8. Health (Hit points, must stay high to do max damage)

CHARACTER STATES

Characters have different states that effect their stats and turn based rules of the game. These states are represented by badge icons with different emoji/logos

1. Fright - Accuracy decreased Stealth Increased
2. Stunned - Lose 2 turns (blunt force)
3. Blind - Accuracy decreased, next turn eliminated until removed. (Sand throw, paint, bear mace)

4. Injured - when below 50% health reduces movement & damage
5. Entangled - effect of ropes/Traps reduces accuracy & turns
6. Focused - Increased accuracy and critical strike
7. K.O - Knocked out, Lose 2 turns, 3rd turn is waking up
8. Restrained - Receives no turns (handcuffs, zip ties, rope)
9. Disgrace - When a player kills a neutral or ally player, they are marked for disgrace, they cannot be helped by fairies, and any hostile fairy effects on them are doubled.
10. Berzerk - Extra turn and increased critical strike
11. Blight - From carrying Metal Weapons (No fairy bonuses)
12. Ardor - Extra 3 Turns
13. Zeal - Extra 2 Turns
14. Animated - Extra 1 Turn
15. Shock Lose 1 Turn extra critical strike (induce attack)
16. Distracted - Lose 1 Turn Decrease Accuracy
17. Horror - Lose 1 Turn
18. Terror - Lose 1 Turn reduce accuracy & Critical
19. Bulwark - Triple Attack Turn (no movement)
20. Recoil - For Firearms after first attack reduce accuracy
21. Juked/Tricked - Guaranteed Miss on next turn
22. Innocence - Enemies who initiate exchange with hostile action will never do damage on first turn.
23. Perseverance - Player gains dodge chance after not attacking for 1 turn
24. Patience - After a player does not attack for 3+ turns, next turn is guaranteed to critical strike.
25. Professional - Immune to fear debuffs (after 10+ kills)
26. Tripping - All character states are amplified
27. Intimidation - Characters won't start exchanges with unit
28. Fasted - move an extra block on turn (no food day of)
29. Starving - move one less block (no food more than 1 day)
30. Cold
31. Hot
32. Fever

- 33. Frostbite
- 34. Hung Over - Decreased stats across the board
- 35. Clumsy - prone to trip when moving
- 36. Familiarity - Immune to trip in controlled territory

TURN BASED LOGIC

The game follows a mixed open world / turn based instances similar to pokemon gameboy games.

Open world Travel Game Loop:

Player travels throughout the world trying to seize the initiative against enemy players (Piggers). Whoever initiates a hostile action starts an "Exchange". A hostile action begins an exchange whether it does damage or not. This is the "Cozy Game" where you gather gear, food, relationships, and stat buffs. Enemies only attack at night in spring/summer/fall.

Combat Game Loop:

An Exchange occurs when any player initiates an act of aggression against another player. Time "Freezes" and the players enter a turn based isometric modality where each player faces off against each other in a territory. Anybody who enters that territory during an exchange is also allotted turns. The exchange ends when the ground is seized by Allies or Neutral/Villains. Allies can only win an exchange if all Allies are in the territory.

Characters can flee, be taken prisoner, escorted off premises, or eliminated to seize a patch of territory.

Trees are either Allies or Neutral. Players must offer an offering to a Tree to acquire its allegiance and win an exchange.

SPECIAL MECHANICS

1. **GLOW** Only the squares visible to the player are illuminated

Certain characters need light to detect
(fire/Flashlight/day/moonlight holes in canopy)

2. Game Ending Events

- a. Destroy all enemy camps and enemies (Victory)
- b. Control x% of map for y period of time (Victory)
- c. Accidentally destroy an Ally/neutral player (Defeat)
- d. All Trees destroyed (Defeat)
- e. All Allies destroyed (Defeat)
- f. Pass x years with no victory (Defeat)

3. Heroes & Deus Ex Machina

- a. After the last player on the Ally team dies, you play as "St. Ranger" in God mode, Max stats & fairies
- b. When a player takes damage, they have a chance to summon a hero to the battlefield with one turn (costs 1 fairy) to help them defeat the enemy.

STORY & MEDIA

1. FIRST ACT 2D map exploration

- a. Cut scene of "Piggerapolis"
- b. Story starts with losing job & housing
- c. Find shelter
- d. Find gig work
- e. Build urban survival kit
- f. Make friends (10+)
- g. Get invited to secret Party & Drink Spirits
- h. Meet St. Ranger, hear his story
 - i. Must unlock ability to hear story

2. INTERMISSION CUT SCENE ~15 minutes

- a. George Washington's Vision AI animatronic

3. SECOND ACT 2.5D combat

- a. Train/Practice with St. Ranger
- b. Acquire goods for the collective

4. 3RD ACT 3D VOXEL WORLD DLC (ANARCHAEA)

- a. People of Blackwater Park learn self governance

Cutscenes:

Revolutionary War History

Civil War History

Classic Greek Literature

Biblical Stories

Roman history

Voice Acting Parts:

Player Character - Curious voice / Frankie?

Sensei / - Sexy calm based Voice (Game philosophy)

Sarge - Old man Minnesota Voice (Game Mechanics/tactics)

Ranger - Terry

Trees - Tree Voice

Native -

The Stranger (St. Ranger) - Intro to player character